P🜂RTAL
THE ACM DIGITAL LIBRARY

Try the _new_ Portal design
Give us your opinion after using it.

Search Results

Search Results for: **[browsing and profile and preference and multimedia and smart card]**
Found **7** of **127,132 searched.**

Search within Results

> Advanced Search

> Search Help/Tips

Sort by: Title   Publication   Publication Date   Score   ◆ Binder

Results 1 - 7 of 7   short listing

1 The multimedia library: the center of an information rich community   80%
Gerard Jorna , Mirjam Wouters , Paul Gardien , Hans Kemp , Jack Mama , Irene
Mavromati , Ian McClelland , Linda Vodegel Matzen
Proceedings of the SIGCHI conference on Human factors in computing systems
March 1997

2 Information services: Interface design issues in the MEDIALOG™   77%
project
Claude Chapdelaine , Raymond Descout , Pierre Billon
**Proceedings of the 1993 conference of the Centre for Advanced Studies on
Collaborative research: distributed computing - Volume 2** October 1993
    Traditionally, ergonomic activities were mainly aimed at producing human factors
    evaluation for existing systems or prototypes. Nowadays, more and more
    ergonomists are involved at the design level. In MEDIALOG™ [1] prototype, our
    approach was to elaborate different scenarios covering all the functionality needed
    to undertake a consultation of multimedia documents. Later, groups of users will
    test the usability of the assumptions designed.This paper describes how the
    scenario approach helpe ...

3 Fast detection of communication patterns in distributed executions   77%

Thomas Kunz , Michiel F. H. Seuren
Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research November 1997

> Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

4 Utilizing complementary know-how: advanced fine arts meeting information technology to provide a virtual university for artists - students & alumni   77%

Evangelos Sakkopoulos , Athanasios Tsakalidis
Proceedings of the 30th annual ACM SIGUCCS conference on User services November 2002

> Since 1837, Advanced School of Fine Arts (ASFA http://www.asfa.gr/) in Athens, Greece produced practically all Greek painters, sculptors and printmakers and it has currently enrolled approximately 2,000 students. For several years now ASFA closely collaborates with the oldest computer engineering institution in the country, Computer Engineering & Informatics Dept (CEID http://www.ceid.upatras.gr/), University of Patras, Greece. Together we have elaborated a significant number of projects bringin ...

5 Electronic commerce: a half-empty glass?   77%

Sasa Dekleva
Communications of the AIS June 2000

6 Current technological impediments to business-to-consumer electronic commerce   77%

Gregory Rose , Huoy Khoo , Detmar W. Straub
Communications of the AIS June 1999

7 Mobile networking in the Internet   77%

Charles E. Perkins
Mobile Networks and Applications December 1998
Volume 3 Issue 4

> Computers capable of attaching to the Internet from many places are likely to grow in popularity until they dominate the population of the Internet. Consequently, protocol research has shifted into high gear to develop appropriate network protocols for supporting mobility. This introductory article attempts to outline some of the many promising and interesting research directions. The papers in this special issue indicate the diversity of viewpoints within the research community,

and it is ...

Results 1 - 7 of 7   short listing

P⊘RTAL
THE ACM DIGITAL LIBRARY

> Try the *new* Portal design
>
> Give us your opinion after using it.

Search Results

Search Results for: **[description scheme and profile and multimedia]**
Found **14** of **127,132 searched.**

Search within Results

[   ] [GO]   > Advanced Search

> Search Help/Tips

Sort by: Title   Publication   Publication Date   Score   ❦ Binder

---

Results 1 - 14 of 14   short listing

---

1 Representing internet streaming media metadata using MPEG-7   87%
multimedia description schemes
Eric Rehm
Proceedings of the 2000 ACM workshops on Multimedia November 2000

> Singingfish.com uses MPEG-7 description schemes to model the metadata
> characteristics of Internet streaming media. Further it has used MPEG-7
> description schemes as the basis for a number of internal experiments, processes,
> as well as interchange with commercial content partners. This paper describes our
> selection of description schemes from the MPEG-7 Multimedia Description Schemes
> (MDS) Working Drafts, their ability (or lack thereof) to represent Internet
> streaming media metadata, and our e ...

2 TV anytime as an application scenario for MPEG-7   82%
Silvia Pfeiffer , Uma Srinivasan
Proceedings of the 2000 ACM workshops on Multimedia November 2000

> The ISO/MPEG group has identified a wide range of application scenarios [1] for
> their emerging MPEG-7 standard on audio-visual metadata. TV Anytime with their
> vision of future digital TV services [2] encompasses a large number of them. As TV
> Anytime has also identified metadata as one of the key requirements to realize
> their vision, MPEG-7 is the natural candidate to fill that role. Here, we describe

technically how metadata for the TV Anytime scenario can be created using MPEG-7.

3 Scalable multimedia delivery for pervasive computing

82%

John R. Smith , Rakesh Mohan , Chung-Sheng Li
Proceedings of the seventh ACM international conference on Multimedia (Part 1) October 1999

> Growing numbers of pervasive devices are gaining access to the Internet and other information sources. However, much of the rich multimedia content cannot be easily handled by the client devices with limited communication, processing, storage and display capabilities. In order to improve access, we are developing a system for scalable delivery of multimedia. The system uses an InfoPyramid for managing and manipulating multimedia content composed of video, images, audio and text. The InfoPyr ...

4 Posters and Short Papers: Personalizing video recorders using multimedia processing and integration

80%

Nevenka Dimitrova , Radu Jasinschi , Lalitha Agnihotri , John Zimmerman , Thomas McGee , Dongge Li
Proceedings of the ninth ACM international conference on Multimedia October 2001

> Current personal Vido recorders make it very easy for consumers to record whole TV programs. Our research however, focuses on personalizing TV at a sub-program level. We use a traditional Content-Based Information Retrieval system architecture consisting of archiving and retrieval modules. The archiving module employs a three-layered, multimodal integration framework to segment, analyze, characterize, and classify segments. The retrieval module relies on users personal preferences to deliver bot ...

5 Effective access to large audiovisual assets based on user preferences

80%

S. Ioannou , G. Moschovitis , K. Ntalianis , K. Karpouzis , S. Kollias
Proceedings of the 2000 ACM workshops on Multimedia November 2000

> Current multimedia databases contain a wealth of information in the form of audiovisual, as well as text data. Even though efficient search algorithms have been developed for either media, there still exists the need for abstract presentation and summarization of the results of database users' queries. Moreover, multimedia retrieval systems should be capable of providing the user with additional information related to the specific subject of the query, as well as suggest other topics which us ...

6 Data collections and MM: 3D MURALE: a multimedia system for archaeology

80%

John Cosmas , Take Itegaki , Damian Green , Edward Grabczewski , Fred Weimer , Luc

Van Gool , Alexy Zalesny , Desi Vanrintel , Franz Leberl , Markus Grabner , Konrad Schindler , Konrad Karner , Michael Gervautz , Stefan Hynst , Marc Waelkens , Marc Pollefeys , Roland DeGeest , Robert Sablatnig , Martin Kampel
Proceedings of the 2001 conference on Virtual reality, archeology, and cultural heritage November 2001

This paper introduces the 3D Measurement and Virtual Reconstruction of Ancient Lost Worlds of Europe system (3D MURALE). It consists of a set of tools for recording, reconstructing, encoding, visualising and database searching/querying that operate on buildings, building parts, statues, statue parts, pottery, stratigraphy, terrain geometry and texture and material texture. The tools are loosely linked together by a common database on which they all have the facility to store and access data. The ...

7 Authoring Support: Designing annotation before it's needed   80%

Frank Nack , Wolfgang Putz
Proceedings of the ninth ACM international conference on Multimedia October 2001

This paper considers the automated and semi-automated annotation of audiovisual media in a new type of production framework, A4SM (Authoring System for Syntactic, Semantic and Semiotic Modelling). We present the architecture of the framework and outline the underlying XML-Schema based content description structures of A4SM. We then describe tools for a news and demonstrate how video material can be annotated in real time and how this information can not only be used for retrieval but also can be ...

8 Video analysis, retrieval, and summarizing: Constructing a bowling   77%
information system with video content analysis
Wen Wen Hsieh , Arbee L.P. Chen
Proceedings of the first ACM international workshop on Multimedia databases November 2003

In this paper, we present a design and implementation of a bowling information system. This system contains three types of bowling game information including the bowling video content information, the game-related information and the player information. The MPEG-7 Description Schemes are used to describe these types of information and the relationships among them. This information is obtained through an annotator by which manual conceptual feature annotation (for the player and game-related info ...

9 MDM/KDD2002: multimedia data mining between promises and   77%
problems
Simeon J. Simoff , Chabane Djeraba , Osmar R. Zaïane
ACM SIGKDD Explorations Newsletter December 2002
Volume 4 Issue 2

This report presents a brief overview of multimedia data mining and the corresponding workshop series at ACM SIGKDD conference series on data mining

and knowledge discovery. It summarizes the presentations, conclusions and directions for future work that were discussed during the 3rd edition of the International Workshop on Multimedia Data Mining, conducted in conjunction with KDD-2002 in Edmonton, Alberta, Canada.

10 Poster session and reception: An XMT API for generation of the MPEG- 77%
4 scene description
YeSun Joung , Kyuheon Kim
Proceedings of the tenth ACM international conference on Multimedia
December 2002
Interactive broadcasting is now considered as a next generation broadcasting service, which covers territorial, mobile and wireless terminals. In interactive broadcasting, viewers not only watch the broadcasting programs but also pass their requirements to program providers. In order to represent this interactivity, it is considered that the MPEG-4 is a well-adopted standard because of its object-based scene description scheme, which is in the binary (BIFS) and textual (XMT) formats. This paper ...

11 Posters and Short Papers: Integrated broadband environment for   77%
personalized TV experience (IBEX): implementation study and practice
Yoshihisa Gonno , Fumihiko Nishio , Tomohiro Tsunoda , Yasuaki Yamagishi
Proceedings of the ninth ACM international conference on Multimedia October 2001
This is a continuing work on the IBEX, that is Integrated Broadband Environment for Personalized TV Experience. In this paper, we describe our implementation study of the IBEX as a TV-Anytime service platform. We also describe potential IBEX applications on the basis of TV-Anytime specifications. The Adaptive Content Guide (ACG) is expected to provide consumers with adaptive access to favorite contents and metadata customized not only for user preferences but also terminal capabilities. We also ...

12 White paper on integrated broadband environment environment for   77%
personalized TV experience (IBEX)-preliminary edition
Yoshihisa Gonno , Fumihiko Nishio , Tomohiro Tsunoda , Yasuaki Yamagishi
Proceedings of the 2000 ACM workshops on Multimedia November 2000

This document intends to describe a system overview of "Integrated Broadband Environment for Personalized TV Experience (IBEX)". The IBEX features three major goals: to release audience from time constraint scheduled by broadcasters, to provide seamless and adaptive access between TV and the Web, and finally, to securely personalize TV experience for individual audience. In order to achieve open framework, these viewpoints must be properly developed in conjunction with well-organi ...

13 Automatic construction of personalized TV news programs   77%
Bernard Merialdo , Kyung Tak Lee , Dario Luparello , Jeremie Roudaire
**Proceedings of the seventh ACM international conference on Multimedia (Part
1)** October 1999

> In this paper, we study the automatic construction of personalized TV News
> programs, where we want to build a program with predefined duration and
> maximum content value for a specific user. We combine video indexing techniques
> to parse TV News recordings into stories, and information filtering techniques to
> select stories which are most adequate given the user profile. We formalize the
> selection process as an optimization problem, and we study how to take into
> account duration in the select ...

14 Layered transmission and caching for the multicast session directory   77%
service
Andrew Swan , Steven McCanne , Lawrence A. Rowe
Proceedings of the sixth ACM international conference on Multimedia
September 1998

Results 1 - 14 of 14   short listing